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A

Take-Home Card

GAME 1: KEEP THE BEAT

Tap, shake or clap a simple rhythm and ask your child to copy it.

Once they can do it, alter the rhythm in different ways:

- Make it shorter or longer.
- Make it faster or slower.
- Use your hands or your feet.
- Tap a saucepan with a wooden spoon.

Get your child to take the lead and copy them.



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Take-Home Card

GAME 2: WHAT AM I?

Make an animal sound and ask your child to name the animal. Take turns to make animal sounds for each other to guess.

You could make this into a game about other kinds of sounds:

- vehicles (train, motorbike, etc.)
- theme tunes (TV shows or games)
- instruments (drum, bell, guitar, etc.).



Take-Home Card

GAME 3: ODD SOUND OUT

Ask your child to close their eyes or turn their back on you. Make three sounds: two the same and one different. Your child has to listen hard and tell you which is the odd one out.

You could:

- mix up clapping sounds and a finger tap
- mix up animal noises and a bang
- mix up high notes and a low note
- mix up real words and silly sounds.

After a few turns, get your child to make some sounds, 2 the same and 1 different.





Take-Home Card

GAME 4: FREEZE

Sing or play some music.

- Your child dances while the music continues.
- They must freeze and stand still as soon as it stops.
- They keep still until the music starts again.
- Do this lots of times (start/stop the music).

You could take turns to make the music or be the dancer.



Take-Home Card

GAME 5: 20 QUESTIONS

Tell your child they have to guess what you are thinking of. They can ask you 20 questions to try and find out what it is.

- Think of something they can easily guess.
- Give them clues (for instance: "It is someone you know"; "It is something in our kitchen").

Asking questions is a tricky skill to learn, so give your child lots of help. Then they can think of something for you to guess.





Take-Home Card

SIMON SAYS

Play the game "Simon Says" with your child.

- Say, e.g. "Simon says shake your head."
- Your child must do what you say but only when your instruction begins with the words, "Simon says".
- If you just say, "Shake your head", they should not shake their head.



Special Words: wrist, ankle, fingers, thumbs, toe, feet, shake
More ideas: hand, arm, leg, move, knee, elbow, shoulder, neck, wriggle

Take-Home Card

BATH TIME FUN

At bath time, talk about your child's wrist, ankle, fingers, thumbs, toes, feet and whole body, showing them which is which.

- Ask them to wiggle their fingers, thumbs, etc. first fast, and then more slowly.
- Join in with the actions yourself.
- Play a game where you call out the name of one of these parts of the body and your child has to clean it.
- Talk about why it is important to keep clean.



Special Words: wrist, ankle, fingers, thumbs, toe, feet, body, fast, slow, big, small, shake, wash, clean, dirty



Take-Home Card

SHAKE

Sing a song you like together. Shake something as you sing. Try some different songs. Try shaking some different things.

For example:

- Shake your hands.
- Shake your arms.
- Shake your wrists.
- Shake your ankles.
- Shake something that rattles, a cereal box or a packet of crisps.



Special Words: shake, wrist, ankle, fingers, thumbs, toes, feet, fast, slow

More ideas: hand, arm, leg, move

Take-Home Card

CATCH

Throw and catch a ball together. Throw it fast, throw it slow!

- You could use something else to play catch:
 - a balloon
 - a scrunched up piece of paper
 - a pair of socks.
- Take turns to throw and catch.



Special Words: throw, catch, fingers, thumbs, fast, slow
More ideas: your turn, my turn



Take-Home Card

HAND AND FOOTPRINTS

Make hand and footprints with your child. Can you see all your thumbs, fingers and toes?

- Use wet feet or hands on the floor.
- Or use paints and paper, or draw round your hands and feet.
- Or use mud or sand if you are outside.
- Who has the smallest or biggest prints?
- Then wash and dry your hands and feet.



Special Words: fingers, thumbs, feet, toes, big, small, wash, dry, dirty, clean

More ideas: print, mud, sand, water, wet

Take-Home Card

WASHING DISHES

Get your child to help you wash some dishes by hand. Then they can help you dry them.

- Talk together as you work.
- Use the words *wash, dry, clean, dirty*.
- Wash or clean other things together.



Special words: wash, dry, dirty, clean

More ideas: wet, splash, suds, soap



Take-Home Card

ACTION SONGS

Sing an action song with your child. Do the actions together. Make the actions big or small.

- Sing in a normal voice.
- Sing in a funny voice.
- Sing in a loud voice.
- Sing in a quiet voice.
- Sing it fast, sing it slow!



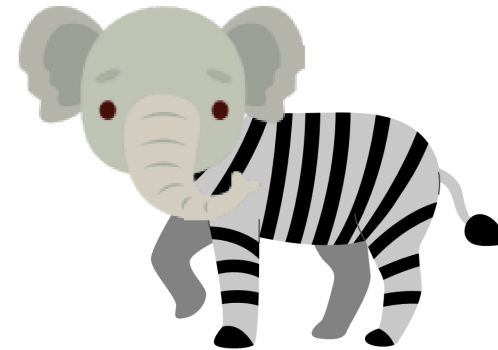
Special Words: fast, slow, loud, quiet, big, small
More ideas: funny, voice, actions

Take-Home Card

HEADS AND BODIES

Find pictures of animals in an old magazine or newspaper, or draw them. Cut them out so the heads and bodies are separate.

- Mix the heads and bodies up.
- Get your child to help you match the bodies back to the heads.
- You could get it all right, or you could make some funny monsters!



Special Words: head, body, match
More ideas: funny, monster, mixed up, right, wrong



Take-Home Card

WRIST OR ANKLE?

Collect some bracelets. You could make some with string and paper. Make them big enough to fit yourself too. Collect some large ankle socks.

Play this game:

- Hold up a sock or a bracelet and say "Where does this go?".
- If it is a bracelet and your child holds up their wrist saying "wrist", they can put on the bracelet.
- If they say "ankle" and touch their ankle for a sock, they can put it on.
- If they get any wrong, you put the bracelet or sock on.
- At the end, count how many you each have!



Special Words: wrist, ankle, wear, mine, yours, how many
More ideas: where, turn, count

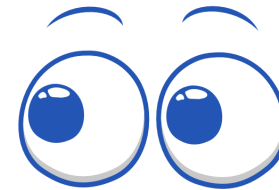
Take-Home Card

I SPY BIG AND SMALL

Play the game "I Spy".

- Choose big or small things you can both see.
- Say "I spy with my little eye something BIG" or "I spy with my little eye something SMALL".
- Your child guesses what you are looking at.
- Choose a mixture of familiar big and small things.
- Let your child take turns to be the spy.

You can adapt this game to choose different kinds of things (colours, first sounds, etc.).



Special Words: big, small
More ideas: huge, massive, tiny, little, spy, see, eye



Take-Home Card

TREASURE HUNT

Have a treasure hunt around your home or garden, collecting rough and smooth things, such as:

Rough things: hairbrush, slice of toast, nail brush, washing up sponge, rough stone, dry leaf, pine cone.

Smooth things: soap bar, plastic cup, plate, book, apple, silky scarf, smooth stone, smooth leaf.

- Sort them into rough or smooth groups.
- Which is the roughest?
- Which is the smoothest?
- Touch the objects, talk about how they feel.
- Stroke them - do they scratch?



Special Words: scratch, stroke, rough, smooth, collect
More ideas: silky, bumpy, scratchy, soft

Take-Home Card

I WENT TO MARKET

Play "I Went to Market" buying clothes.

- Say, "I went to market and I bought a belt".
- Your child must repeat this and add another item of clothing, for example: "I went to market and I bought a belt and a jumper".
- Take turns and add a new item each time.
- When you forget, just start again!

You can play this game using other things (animals, toys, food, etc.).



Special Words: buy/bought, clothes, boots, jacket, helmet, belt, jumper, pyjamas, dressing gown, slippers, forget, remember

More ideas: socks, shoes, trainers, T-shirt, jeans, skirt, trousers, hat, beanie, coat, top, shorts, swim suit, pants



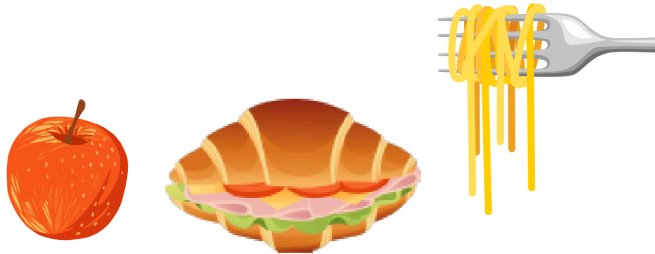
Take-Home Card

MEALTIME FUN

When you are eating meals with your child this week, talk about how you eat each kind of food:

- Do you bite it?
- Do you lick it?
- Do you need to use your teeth for it?
- Do you need to use your tongue?

Name the meal: breakfast, lunch or dinner time.



Special Words: lick, bite, teeth, tongue, breakfast time, lunch time, dinner time

More ideas: taste, sweet, sour, hard, soft, crunchy

Take-Home Card

BRUSHING TEETH

Talk with your child as they brush their teeth at bedtime. Get them to count how many teeth they have. Brush fast, brush slow. Do tongues and teeth feel rough or smooth?

Take turns to chomp your teeth like:

- a dinosaur
- a mouse
- a crocodile
- anything else you can think of!



Special Words: teeth, tongue, bite, wash, clean, fast, slow, bedtime, rough, smooth, how many?

More ideas: up, down, in, out



Take-Home Card

SORTING WASHING

Ask your child to help you sort the clean washing. As you work together, talk about:

- Which clothes did you buy?
- Which clothes did someone make?
- The names and different parts of the clothes.
- Do the clothes have long or short sleeves?
- Match pairs of socks and pyjamas together.
- Which clothes do you need to hang up?
- Who wears each of these clothes?
- Are they old or new?



Special Words: clothes, buy, make, jacket, hang, wear, match, uniform, sleeve, collar, long, short, jumper, pocket, button, zip, pyjamas, dressing gown, old, new, yours, mine
More ideas: favourite, colour names

Take-Home Card

BEDTIME HIDE & SEEK

At bedtime, hide these: pyjamas, dressing gown, slippers, toothbrush.

- Play a game asking: "Can you find your... slippers?", "Can you find your... pyjamas?" etc.
- Your child can turn the light on and off making the room dark or light.

After the game, share a story.

- Talk about how the day is over, now it is the evening or night so it is time to go to sleep.



Special Words: pyjamas, dressing gown, slippers, sleep, yours, mine, evening, night, bedtime, light, dark, day
More ideas: tired, sleepy, story, dreams



Take-Home Card

POSTING A LETTER

Get your child to draw a picture to post.

- Your child can put the picture in the envelope and stick on the stamp.
- Write the address together, talk about what it is for.
- Take your child with you to post the envelope.
- Talk about who will deliver it at the other end, maybe they will have a post van?



Special Words: address, deliver, envelope, van
More ideas: colour names, town, city, stamp, postman, postwoman

Take-Home Card

WHO CAN HELP?

Make up a situation or story where someone or something is in trouble. Talk about who can help. You can act it out or just talk.

Here are some ideas:

- A cat is stuck in a tree. (firefighter)
- A child has got lost. (police officer)
- A child has hurt their arm. (doctor)
- The dog is feeling ill. (vet)
- You have toothache. (dentist)
- You need new glasses. (optician)



Special Words: firefighter, police officer, help, fire engine, ambulance, police car, siren, doctor, vet, ill, optician, dentist, glasses, check
More ideas: sick, sore, stuck, hurt



Take-Home Card

MY FAVOURITE PET

Play a game where you take turns with your child to say "My favourite pet is a... because it has a loud/quiet..."

Make it as silly or sensible as you want!

Here are some ideas:

- My favourite pet is a lion because it has a loud roar.
- My favourite pet is a hamster because it has a quiet squeak.



Special Words: pet, loud, quiet, mine/my

More ideas: favourite, because, squeak, bark, miaow, quack, purr, growl, hiss, neigh, moo

Take-Home Card

MINE, YOURS

Choose any game you like to play with your child that involves taking turns.

- Play the game, making sure you say "My turn" and "Your turn" at appropriate times.
- If the game involves objects, you can say "That's mine" or "That's yours" as well.



Special Words: mine/my, yours

More ideas: game, win, lose, play, turn



Take-Home Card

WHOSE SHOES?

Gather up lots of people's boots, shoes, slippers and/or socks, and mix them all up. Then, with your child, sort them into pairs. As you do this, ask:

- Whose shoes or socks are these?
- Are these mine/yours?
- Do these two match?
- Name people and ask: "Are these shoes/socks his or hers?"



Special Words: boots, match, zip, slippers, his, hers, mine, yours

More ideas: colour names, laces, trainers, pair

Take-Home Card

DOCTORS AND VETS

Play at being doctors or vets with your child and some toys. Talk a lot and encourage your child to talk, too.

- Are they ill? Do they have a scratch?
- Where does it hurt?
- Who can help make them healthy again?
- Make paper bandages, use water for medicine.
- Maybe you need to call an ambulance? Make the sound of the siren.



Special Words: scratch, help, ambulance, siren, doctor, vet, ill, healthy, wrist, ankle, fingers, thumbs, toe, feet, body, head

More ideas: sick, hurt, bandage, medicine, better



Take-Home Card

DOWN ON THE FARM

Pretend you are on a farm with your child. You could use small toys, soft toys, draw pictures, or just yourselves to act out being farmers and animals on a farm.

- Think of as many animals as you can, including sheep, lamb, calf, cow, chick, chicken, hen, horse, foal.
- Have fun making the animal noises together.
- Make them loud, quiet, slow, fast.



Special Words: fast, slow, loud, quiet, lamb, sheep, calf, cow, chick, hen, foal, horse

More ideas: chicken, piglet, pig, cat, dog, bull, duck, goose

Take-Home Card

SOUP AND SALAD

Take your child when you are shopping for fruit and vegetables, naming each one that you buy.

- Get them to help you peel and chop the fruit and vegetables.
- You could make soup or salad together, or a fruit salad.
- Which is their favourite fruit or vegetable to eat? Which is yours?



Special Words: drink, eat, leaf, leaves, carrots, potatoes, onions, peas, sweetcorn, pumpkin, vegetables, fruits, apple, cherry, orange

More ideas: peel, chop, fry, bake, favourite, soup, salad



Take-Home Card

PARK FUN

Go to a garden or park and look at the flowers and trees.

- Count and compare the stems, leaves and petals
- Feel the different tree trunks – can you get your arms round them?
- The tree's roots might trip you up – can you spot them under the ground?



Special Words: stem, leaf, leaves, petal, how many?, plant, roots, trunk

More ideas: count, look, compare

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Take-Home Card

HOW MANY?

Play lots of counting games with your child, wherever you are.

For example:

- How many stairs? (Count as you go up.)
- How many cars? (Count as they pass.)
- Laying the table, count how many plates, spoons or cups etc you need for everyone – are there enough or not enough?



Special Words: how many? enough, not enough

More ideas: count, guess, estimate, more, less

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Take-Home Card

WEIGHING GAMES

Look around your home for the heaviest thing you can each pick up in your hands. Try lots of different things.

- What is heaviest? What is lightest?
- Talk about how it feels to pick up something heavy or light.
- Compare weights when cooking together, e.g. is a potato heavier than a teabag?
- You could measure weights using scales.



Special Words: measure, heavy, light, weight
More ideas: heavier, heaviest, lighter, lightest, weigh, different, compare, test, put in order

Take-Home Card

FEEDING TIME

Pretend it is feeding time at the zoo. You could use toys or act it out together.

- What do each of the different animals eat?
- What do they drink?
- What about the young animals? Do they drink milk like human babies?
- As you play together, talk about what your family like to eat and drink.



Special Words: eat, drink, feed, young
More ideas: zoo, baby, milk, like, animal names



Take-Home Card

THE FOUR SEASONS

Use family photos to remember family birthdays, celebrations and holidays with your child.

Help them think about:

- Were the photos taken in spring, summer, autumn or winter?
- What was the weather like? Did you need a coat or was it hot and sunny?
- What month was it?
- Was it a weekday, or at the weekend?



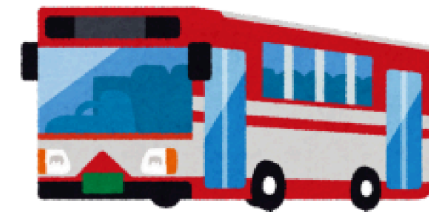
Special Words: family, spring, summer, autumn, winter, day, month, weekend, remember, celebrate
More ideas: birthday, holiday, photo, family

Take-Home Card

BUS RIDE

Go on a bus ride with your child. Point out traffic lights on the way to the bus, explain when it is safe to cross the road, and when it is dangerous.

- Wait at the bus stop - will the bus arrive early or late?
- Explain that the driver will sell you a ticket.
- As you get on, ask how much it is, and show your child as you pay.
- Where will your bus drive take you?



Special Words: traffic lights, safe, dangerous, drive, how much, ticket, pay, sell, wait, early, arrive, late
More ideas: bus, ride, bus stop



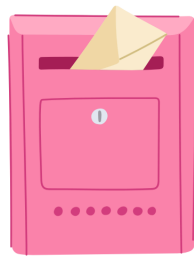
Take-Home Card

YOU'VE GOT MAIL

Collect different sized envelopes. Play a posting game on opposite sides of your letterbox, trying to fit the deliveries (the envelopes) through, from the front to the back of the door.

- Which envelopes fit through?
- Which ones are too wide?
- Is the gap too narrow?
- Take turns to deliver or collect the envelopes.

If you have no letter box, cut a hole in a cardboard box and use this instead.



Special Words: envelope, delivery, front, back, through, opposite, collect, narrow, wide, deliver

More ideas: fit, post, inside, outside, mail, parcel, letter

Take-Home Card

IMAGINARY JOURNEY

Imagine you are going on a holiday. Make a pretend plane or ferry with furniture. Talk about trips your child has been on. Where could you go?

- What will you pack in your luggage, suitcase or rucksack? Make sure you can carry it!
- Will you go to the airport to fly on a plane?
- Will you be passengers on a ferry?
- Are you leaving soon, is the plane here now?
- Will you travel across land, sea or in the sky?



Special Words: aeroplane, plane, airport, fly, holiday, carry, rucksack, suitcase, luggage, ferry, soon, now, passenger, land, sea, sky

More ideas: journey, imaginary, pretend, trip, travel, map



Take-Home Card

MR WOLF

Play "What's the Time, Mr Wolf?".

- Choose who going to be the wolf.
- The other players stand a long way from the wolf, and the wolf turns their back on them.
- The players take a step forwards, then stop and say, "What's the Time, Mr Wolf?"
- The wolf says different times (afternoon, night, bedtime, two o'clock, etc.) - but when the wolf thinks they are close enough to catch, it can shout "Dinner time!" and turn to chase the other players.
- Whoever the wolf catches becomes the wolf for the next round of the game.



Dinner time!

Special Words: morning, afternoon, evening, night, breakfast time, lunchtime, dinnertime, playtime, bedtime, o'clock
More ideas: catch, run

Take-Home Card

GUESSING GAMES

Play different guessing games with your child, wherever you are or whatever you are doing:

- Guess how many ... stairs, carrots, cars, tins, there are, then count and check together.
- Guess what we are doing ... today, tomorrow, next week, next month, etc.
- Guess what we are having for dinner, breakfast, etc.



Special Words: check, how many? month, week, guess, today, tomorrow,
More ideas: count



Take-Home Card

SOMETIMES, NEVER

Play a game with your child where you both think of:

- Something that you always do.
- Something that you sometimes do.
- Something that you only did once.
- Something that you never do.

How many real or funny things can you think of?



Special Words: always, sometimes, once, never
More ideas: often, usually, rarely, frequently, only

Take-Home Card



INTO THE FUTURE...

From now on, take every chance you have to talk with your child:

- When you are getting them up or putting them to bed.
- When you are sharing a meal together.
- When you are out and about.
- When you are at home.



The more your child has a chance to talk, listen and be listened to, the better they will get at it. It will bring you closer together and it will be fun!

- Share stories, songs and jokes.
- Ask each other questions, make up funny sentences, play word games.
- Encourage them to talk to friends and family in person, on the phone or the computer.



If they get stuck, be patient, give them time to think, and then offer help if they need it. Learning to talk and to listen is a skill, just like learning to walk or swim.